Multicast Suppression – Ernest McCracken

Problem: Under interest and data reply multicasting we can run into scenarios where lots of redundant traffic flows across the network.

Contribution: A robust strategy for maximizing available bandwidth while minimizing induced delay for multicast traffic.

Tasks: Determine how to model algorithm, track metrics, implement GameObjects.

Required Knowledge: Unity3d and C#

Expected Outcome: Proof of the contriubtion